

EVERY MONSTER IS FUCKABLE

It's

GAMES for
FREAKS

WAIT, YOU'RE
TELLING ME
YOU'RE NOT
SUPPOSED TO
JERK OFF TO
THIS?

YES EVEN THE WEIRD ONES

NOT SOMETHING IN THE RULES
JUST MY OPINION

BUT THEY GOTTA BE ABLE TO CONSENT

maybe try a couple dates first

THE SLUDGE
WILL NEVER
ABATE:



MALEGHAST

\$6.66 USD

ISSUE 4

JUNE 2026

CHASM

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design by Tom Bloom/
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Vol 4
June 2026
\$6.66

Marketable Mag Host
Charlotte the Godforsaken

- Tom Bloom



REMEMBER KIDS!
USE PROTECTION,
OR YOU MIGHT
GET A MINOTAUR
PREGNANT! OR
GET MINOTAUR
PREGNANT!

Thanks Charlie. We did it again!
People still seem to be playing these
games, so I'm gonna keep making
stuff for them. This one's got a new
Maleghast faction and a bunch of
extra shit to shove in your games.
CAIN has new blasphemy quirks that
can give you extra flavor to existing
blasphemies, and recreation activities
to play out between hunts. Not
sinister at all!

Enjoy! Keep on making incredibly
cool shit. This will be the last mag for
a bit while I pivot to publishing some
big projects.

FILTH PIT LISTENING CORNER



Cryptopsy - None So Vile 1996

Fuck! They made this record in 1996! What the fuck!

I don't think a lot of other albums top this as far as brutal death
metal goes. It has its highs and lows but there's just something
so raw yet extremely intentional about the sound. This is an
album that not forgotten tight, extremely kinetic songwriting.
These guys can write a fucking riff and the mix is awesome. You
can really hear that bass twang. Fuck!



Rivers of Nihil - Self Titled 2025

Speaking of bass here's the newest album from the
Pennsylvania boys Rivers of Nihil. I was really skeptical of this
album as I enjoyed their previous record (The Work) and its lean
into prog quite a lot. They got rid of their singer, who was
following the proud metal band tradition of self immolating, but
was also a huge part of their sound and drive to me. The result in
the end is something that is a little more rock-adjacent, a little
more accessible, a lot more melodic, and actually quite
interesting. I bounced off this at first but it grew on me. The
opener and closer are very strong, so give it a listen.

Still haven't sued me

THE SICKO ZONE

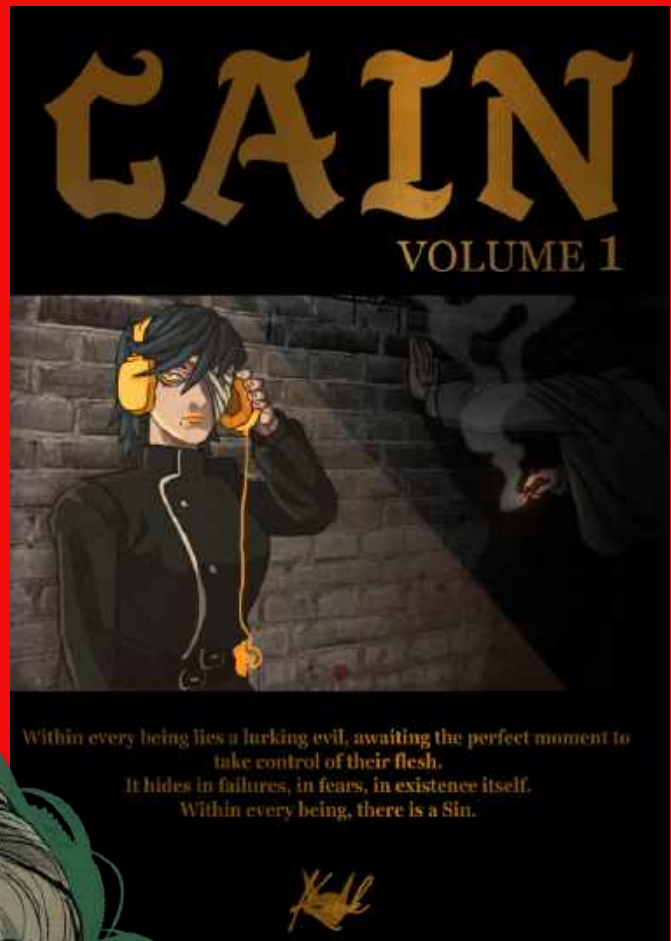
People keep shooting over incredibly sick shit they've made. This is the place for it!
If you've got something to submit shoot it over (ksbdabbadon@gmail.com) or post on the CHASM discord and it might make it into the next edition. If you don't see a platform next to someone's name, it's their discord handle.



@Froggonme - Bluesky



@Mr-internet



@kawak

PEH. HOW MUCH
FAN WORK CAN
THERE ACTUALLY
BE? THIS HAS
GOTTA BE ALL OF
IT, RIGHT?



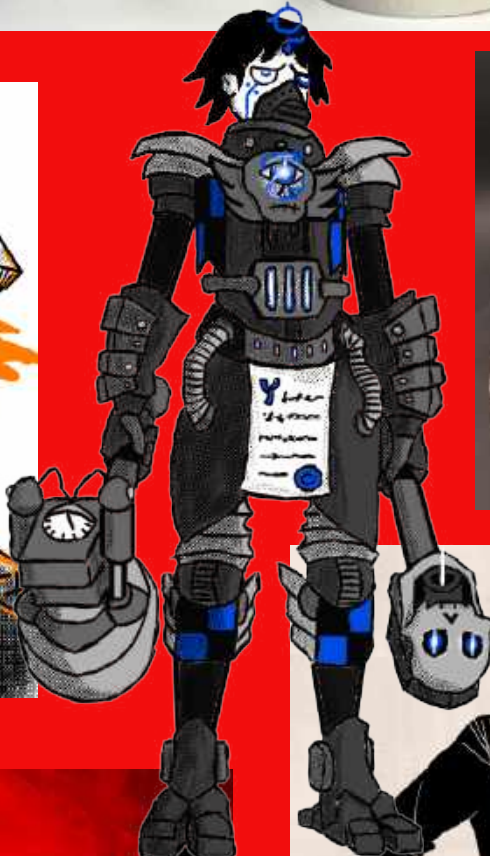
@Yuri-Hell-World



@kingkuranas



@Mrsmsols - Bluesky



@huginronin



@Teliotfoerster - Instagram

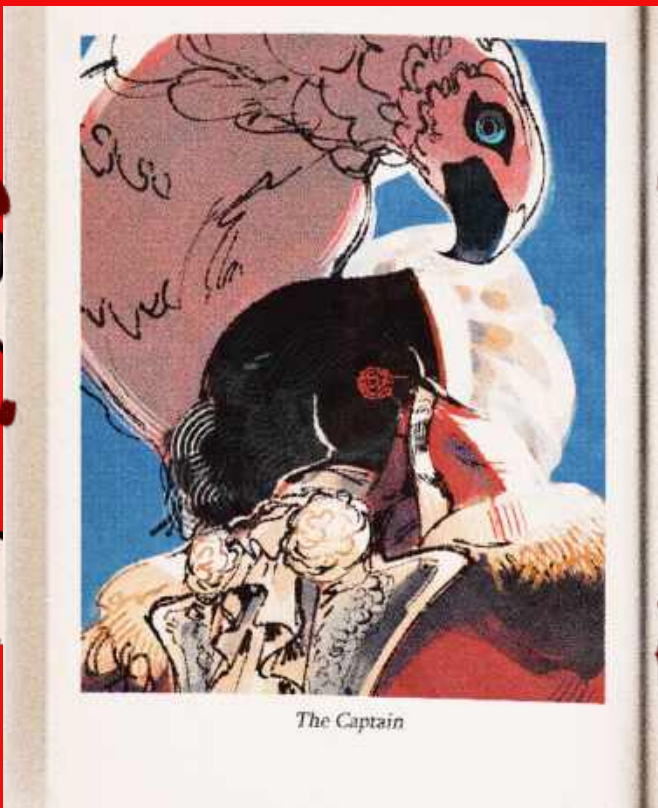


@Alanahsart-blog - Tumblr





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@Hollionaire - Bluesky



@Indigow



@Devorosonhoss - Instagram



@Neonmetro - Bluesky



@Placespace



@Pluutio - Instagram



@Pawmazingly - Twitter



@Magzzz



@Snora



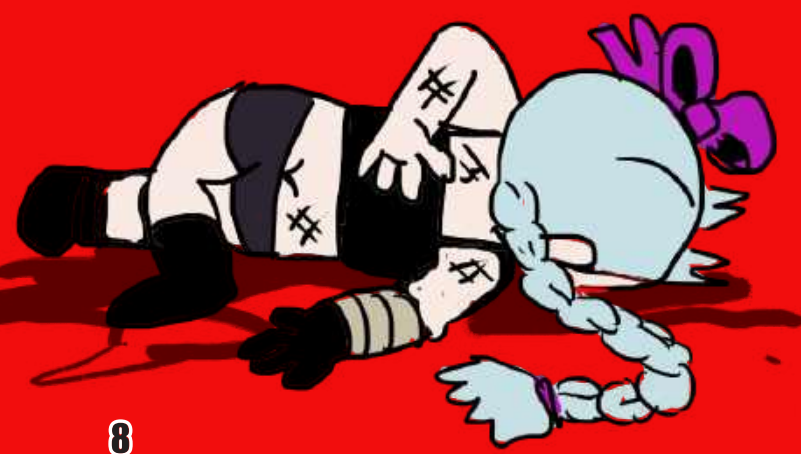
@Rippleart



@Rowan



@Raspberrymilkshake - Bluesky



@Artalv - Bluesky
This is fanart of the Division 12 actual play, which you should watch!

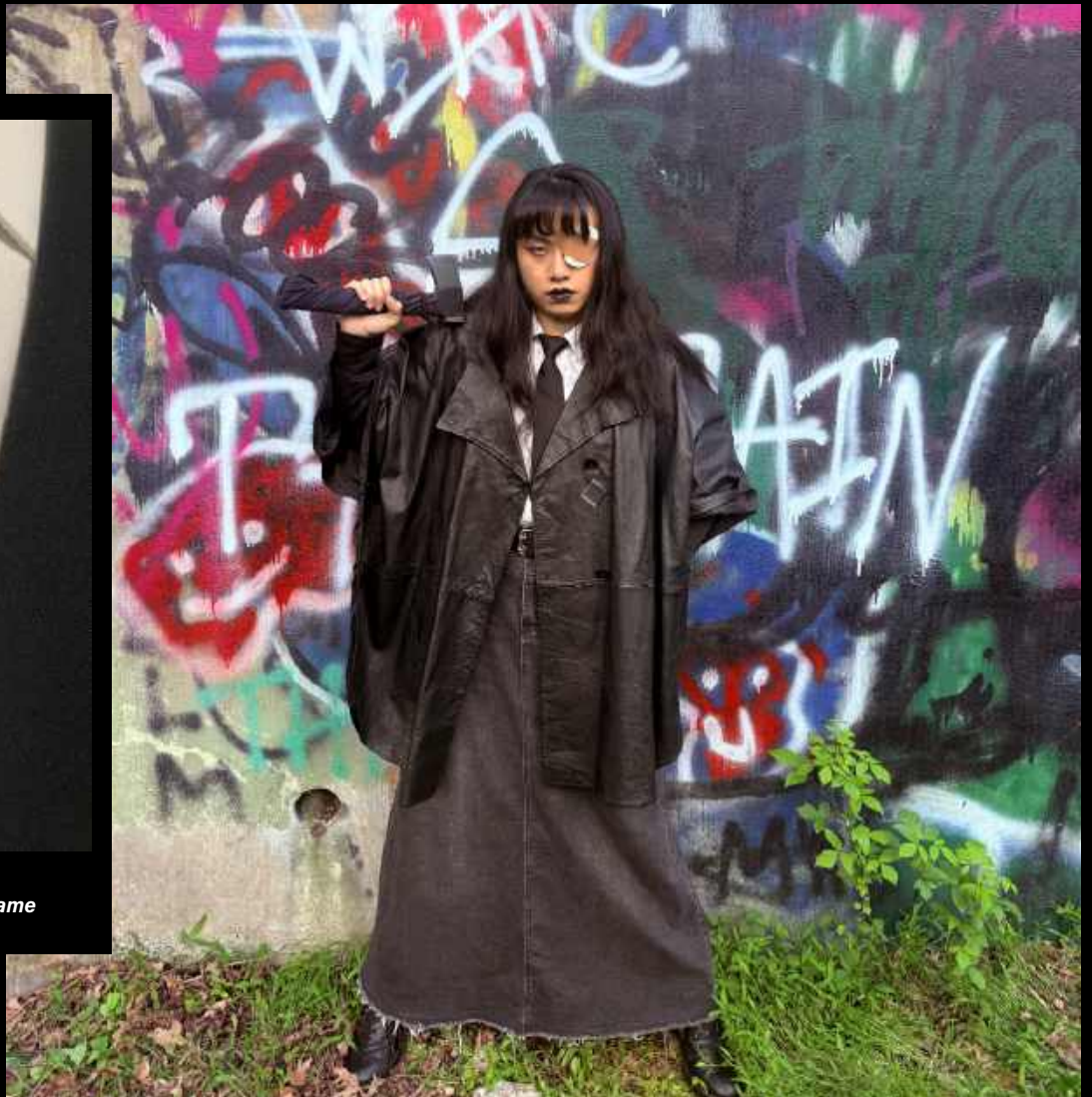


@Meatfagart - tumblr



@Ara

Apparently they wear this when running the game which is intimidating as fuck.



@Sveltesnorlax -Bluesky

ONWARDS





MALECHAST

VOLVADANI

The **Volvadani machine fief** are the de-facto city government of Anzenmezzeron, insofar as such a city can be ruled. They among the city's oldest inhabitants, count themselves above the great Houses, and claim neutrality in most of their squabbling. Volvadani necromancers draw their power from an ancient pact with the extremely potent Contract Devil, Xylyplyxis, the Devil of Devils. While they themselves are constricted by the labyrinthine and at times incomprehensible constructs of city tithe law, their power is directly tied to it, and the potency of their necromancy multiples exponentially against rule breakers.

Though they function more or less as an all-powerful, brutal, extractionist cartel, the Volvadani themselves are in turn enslaved by their contractual obligations to the city. They keep the city's ancient train line running, the twisting streets clear of bodies and debris, and dispose of the unceasing waves of mindless undead that serve as the city's main fuel supply, shoveling them still squirming in endless piles into corpse cisterns, furnaces, and moats. Most of their number is made up of countless legions of corpse serfs that endlessly toil away at the impossible upkeep of a city that is continually boiling over with violence, collapsing into itself, and falling apart: fat boilers, shit-shovelers, body-burners, furnace stokers, shingle gangs, road drudges - the list goes on and on. It is not uncommon for the lower caste of the Volvadani to work a job for hundreds of years until their body literally falls apart.

The enforcement and clerical arm of the Volvadani that lies about this enormous lower strata have found a way to avoid this inevitable degradation, as well as stave off the Black Stain that comes with repeated reincarnation. Their heads are mummified, then severed from their bodies and screwed

into iron-bolted, furnace fed work chassis, great machine bodies that can suffer enormous strain and be endlessly repaired. When not on work duty, they are kept in great head repositories so that their body can be borrowed for another shift.

Though they tend to steer away from the pursuit of petty street politics, the lower ranks of the Volvadani elite are often pulled into its churn and dispatched on missions of important. These **Praetors** are judge, executioner, and weaponized bureaucrat in one heavily armored body. They are greatly feared by the street level necromancy gangs across the cities and most flee at the sound of their iron tread.

Playstyle

Explosive, timed offense.

Soundtrack

Vildhjarta - *Dagger*

Meshuggah - *Future Breed Machine*

Humanity' Last Breath - *Godhood*

Special Tags

Burst X: This ability starts with X burst charges. When ACTing, may repeat this ability again with the same ACT by spending a burst charge. This can make multiple attacks or choose different targets. Burst charges can be regained by various abilities. If burst is at 0, the ability cannot be used. Burst has a starting value listed and a maximum of 3.

Special Mechanic

Tithe Law: At the start of each round, each Volvadani necromancer must declare an active law from the list. Each Volvadani necromancer can only declare each law once per game, and each only lasts until the end of the round. Units that break the law gain a **guilt** token at the end of their turn. A guilt token is a negative token. A unit with at least one guilt token is considered a **criminal**. Volvadani abilities are stronger against criminals.

- Guilt tokens may only be discarded or cleared through the use of abilities and don't go away on their own.
- In the event a game goes past round 6, any law may be passed.
- Your units cannot break their own laws.

LAWS

Possession: Ended their turn with a positive token.

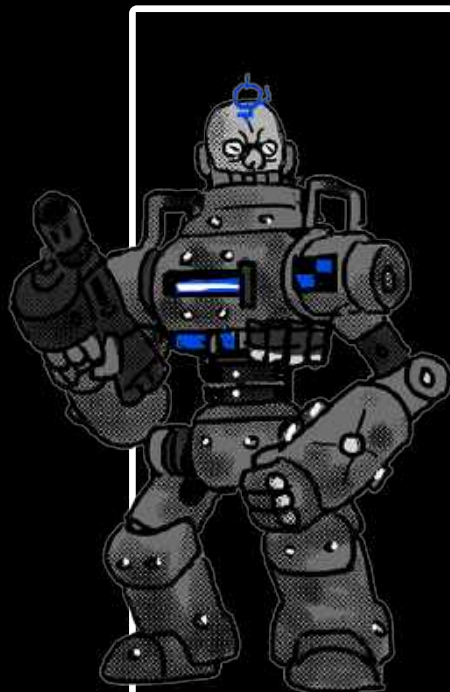
Obstructing the Peace: Ended their turn adjacent to a Volvadani unit.

Loitering: Ended their turn without moving, or ended their turn in any deployment or objective zone.

Contempt of Court: Did not end their turn adjacent to a Volvadani unit.

Assaulting an Officer: Attacked a Volvadani unit.

Conspiracy: Used an ability that affected an allied unit.



SCREWHEAD

Volvadani Scion

MU	AP	DF	ARM
3	4	3+	-
Traits			
• <i>Clad in Law:</i> Has SUPER armor against criminals			

ACT Abilities

Drum Shotgun: Attack, Range 2-2, Burst 2

On hit: 1 damage and push 1. *On hit:* Gains pierce against criminals.

Piston Fist: Melee, Burst 1

Effect: Step 1, then push an adjacent unit 2. *Effect:* If target would be pushed into a wall or the edge of the map, they gain 2 vulnerable.

Roaring Reload: Self

Effect: Splash (self): Push 1. All burst abilities gain +1 or (4+) 2 charges.

Superheated

Roaring reload's splash deals 1 fire damage to criminals after push

Blast Slag

Roaring reload creates a hazard in free adjacent spaces after it resolves.

Shimmering Heat

The Screwhead and all adjacent units lose the benefit of all armor.

SCIONS

Brutish elites of the Volvadani enforcer ranks, well recognizable for their heavy suits of power armor. Armor suits are shared by as many as 7 or 8 different heads, each taking shifts.

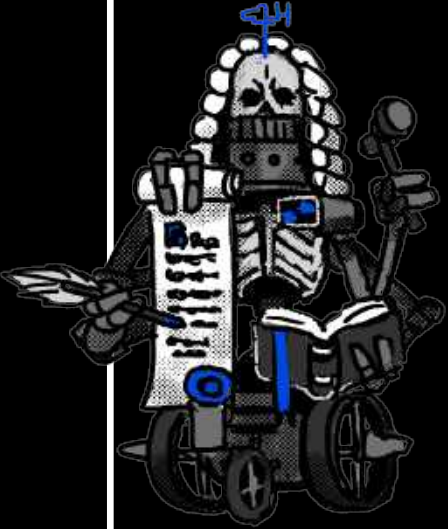




BOBBY			
Volvadani Horror			
MU	AP	DF	ARM
4	4	4+	-
Traits			
<i>Clattering Engine:</i> This unit's MOVE has burst 3. At 0 burst, it cannot MOVE.			

ACCT Abilities		
Ferocious Walloping: <i>Attack, Melee, Burst 1</i> <i>On hit:</i> 1 damage, then inflict 1 <i>vulnerable</i> against <i>criminals</i>. The Clamps: <i>Melee, Foe</i> <i>Effect:</i> Adjacent foe gains 1 <i>vulnerable</i> and cannot exit a space adjacent to the Bobby until the Bobby is slain, the Bobby breaks adjacency for any reason, or the start of the Bobby's next turn. Bloodhound: <i>Foe, range 1-4</i> <i>Effect:</i> Target a foe in range. For each guilt on the target, gain +1 burst charge to any ability and step 1.		
Pursuit	Frenzied Bobby	Mage Hunter
If The Clamps is broken early by a foe, its target gains 2 <i>guilt</i> .	The Bobby gains +1D on attacks against <i>criminals</i> .	The Bobby has <i>Curseproof</i> and <i>MAG</i> armor against <i>criminals</i> .

Heads that have gone ghoul or semi-feral with age or bloodlust are strapped into terrifying Bobby armatures, used as a hunting dog.





CLERK			
Volvadani Freak			
MU	AP	DF	ARM
3	4	3+	-
Traits			
<i>Technicality:</i> At turn start, may inflict 1 <i>guilt</i> on a foe in range 1-3.			

ACCT Abilities		
Court Summons: <i>Foe, range 2-4, Curse</i> <i>Effect:</i> Target foe gains 1 <i>vulnerable</i>, then is pulled 1 per <i>guilt</i>. If it does not end its next turn adjacent to the Clerk, it takes 1 fire damage and 1 <i>guilt</i>. Discard Contraband: <i>Range 1-4, Burst 1</i> <i>Effect:</i> Target unit discards one positive and negative token of your choice, except <i>guilt</i>. Create a hazard in a free adjacent space to that unit. Deputize: <i>Ally, Range 1-4</i> <i>Effect:</i> An ally in range gains +2 or (5+) +3 burst charges, distributed in any manner they choose, but their abilities during their next turn have no effect against any foe with less than 3 <i>guilt</i>.		
Shuffle Papers	Contractual Loophole	Union Healthcare
At the start of this unit's turn, instead of using its regular passive, may move a <i>guilt</i> token from a foe in line of sight to any other foe in line of sight.	When this unit is slain, it instead remains at 1 hp and becomes immune to all damage. At the end of its next turn, it is <i>obliterated</i> .	Deputize immediately allows a unit to step 2, ignoring adverse terrain and elevation penalties.

Pedants and tithe-scribes who are occasionally enlisted to accompany field operations. Their mastery of contractual necromancy is second to none.



MANCRACKER

Volvadani Hunter

MU	AP	DF	ARM
3	4	4+	-

Traits

- **Make Quota:** At the end of any turn this unit slays a criminal, may gain +2 burst to any ability.

ACT Abilities

Chain Grab: Attack, Range 3-4, Burst 2

On hit: 1 damage and pull target spaces equal to their guilt. *Criminals* with 3+ *guilt* take 1 fire damage again

Spinecracker: *Foe*, Range 2-4, Curse

Effect: Target foe must choose: gain 1 *vulnerable* and become unable to MOVE until the end of its next turn, or take piercing fire damage equal to their guilt.

Wicked Chain

Chain Grab also has splash (target): pull all criminals 1

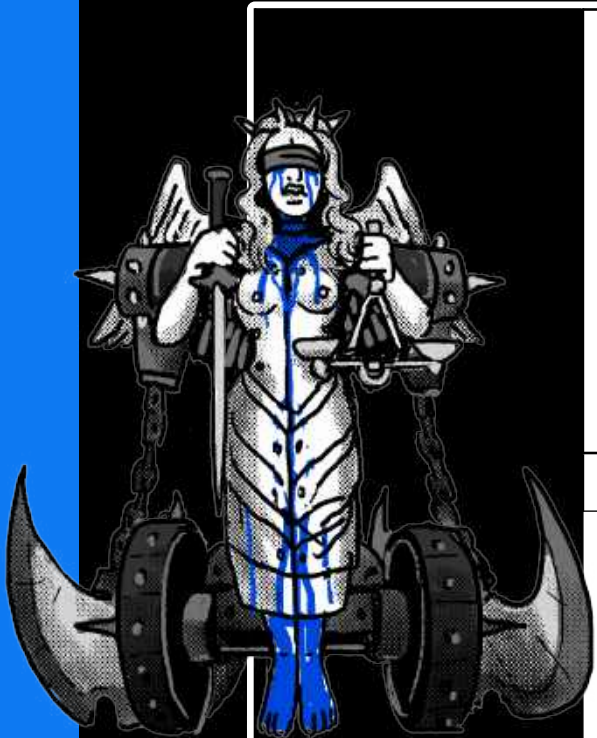
Caltraps

After pulling a unit, chain grab leaves a *hazard* in the first space they vacate.

Cleanup Duty

When slaying a criminal, may replace any corpse they create with a *hazard*.

Patrolmen mostly used to round up the feral or mindless undead, as well as being tasked with the capture of petty criminals. Often decapitate their charges for later revival and criminal processing.



PENITENT ENGINE

Volvadani Tyrant

MU	AP	DF	ARM
3	6	2+	PHYS

Traits

- *Large (see entry)*
- **Sin Furnace:** Before entering any space when MOVEing, the Engine can consume an adjacent corpse, wall, or hazard, removing it and gaining +1 burst charge. It can do this once per MOVE.

ACT Abilities

Pendulum Swing: Attack, range 1-3, burst 1

On hit: 1 damage and pull 1. *Effect:* Deals 2 damage against criminals with 3+ guilt.

Penitent Gaze: Line 3, Burst 1

Effect: The first foe in the line gains 1 *vulnerable* and 2 or (5+) 3 guilt.

Final Sentence: *Melee*

Effect: An adjacent criminal with 3+ guilt takes 1 or (6+) 2 devil damage. If this *obliterates* the criminal, the engine feeds on their sin. It may immediately may MOVE again and gains +1 burst charge per guilt on the criminal, distributed as it wishes.

Heavy Swing

Pendulum swing gains +1 maximum range but pushes 1 instead.

Hell pins

A unit that survives final sentence gains 2 *vulnerable*.

Decapitate

Pendulum swing deals devil damage against criminals with 4+ guilt.

Enormous and infamous heavy enforcement automata that uses guilt and suffering as fuel, only brought out for special operations. Criminals are shoved into the iron-maiden like contraption on their chest, where they are slowly consumed by the machine, then discarded.



PRAETOR

Volvadani Necromancer

MU	HP	DF	ARM
4	8	3+	PHYS

Traits

- **Steel Purpose:** Once a round, you may grant a unit that damages you or an adjacent unit 1 *guilt*.
+ Choose One More

ACC Abilities

Hammer Shotgun: Attack, range 2-3, Burst 2

On hit: 1 damage. Gains *pierce* against criminals with 3+ *guilt*.

Effect: At turn end regains +1 burst if used against at least one criminal.

Stoke Furnace: Melee, Self

Effect: Self or an adjacent ally may clear a negative token and gains +1 or (4+) +2 burst charges.

+ Choose one more

Widely dreaded Judge-Executioners of the Volvadani Fief, clad in personalized power armor. Unlike their black mass, their heads tend to be in better shape and they do not share their bodies except on rare occasions.

Bonus Trait

- **Iron Tithe:** Once a round, gain 1 SOUL when slaying a *criminal* with 3+ *guilt*.
- **Fueled by Hate:** Once a round, you may use an ability at 0 burst charges as if it had 1 burst charge. If you do, you take 1 devil damage at the end of your turn. This could slay you.
- **Paragon:** If you follow your declared law (replace the word 'Volvadani' with 'enemy' where applicable), at the end of your turn gain +1 burst charge to an ability of your choice.

SOUL Abilities

- **Indict (1 SOUL):** Target foe turn, range 1-4. Trigger: Turn start. Effect: Foe gains 1 *guilt*, then gains twice as much *guilt* this turn.
- **Call Witness (3 SOUL):** Own turn, range 1-3. Trigger: Turn End. Effect: Another ally in range that has not been activated this round may immediately take their turn following this turn.

+ Choose one more:

ACT Upgrades

- **Judicator Cannon:** *Attack, Range 3-5, Charge, Burst 1*
On hit: Foe takes 1 fire damage and gains 1 vulnerable, then splash (target) 1 vulnerable. *Effect:* Gains +1D on attacks against criminals with 3+ guilt.
- **Pressure Hammer:** *Attack, Melee, Burst 1*
On hit: 1 damage and push 1 per guilt. If pushed into a wall or into the edge of the map, takes 1 damage, then gains 1 vulnerable.
- **Steel Eagle Heavy Demolisher Rifle:** *Attack, Charge, Range 2-5, Burst 0*
Effect: Can only be used once per combat.
Effect: No graze damage. Has a max burst of 5. At the end of turn, gains burst +1.
On hit: 1 fire damage and push 1.
- **Penitent's Mortification:** *Foe, Range 2-3.*
Effect: Attach a mine to a foe in range. At the end of their turn, they take 1 fire damage, then splash (self) 1 fire damage. Increase all damage by +1 against foes with 3+ guilt. Then remove all guilt on targets damaged.
- **Serve Warrant:** *Self, Curse*
Effect: Until the end of the Praetor's next turn, damaging the Praetor or any friendly unit adjacent to the Praetor grants 1 guilt. Criminals additionally have -1D on attacks against the Praetor or its adjacent allies for the duration.
- **Imprison:** *Foe, Range 1-4, Curse.*
Effect: Clear all guilt from a foe, then create a wall in a free adjacent space to that foe for each guilt cleared. If at 3+ guilt, foe additionally becomes unable to MOVE, step, or teleport until the end of its next turn.
- **Fiery Ordinance:** *Range 1-3*
Effect: Create a 3 space line objective zone with at least one space in range. Foes that enter the space for any reason the first time in a round take 1 guilt. Criminals treat this zone as a hazard. This area lasts until this ability is used again.

SOUL Upgrades

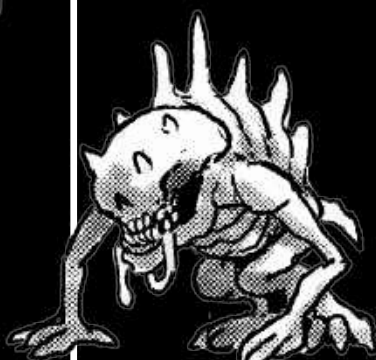
- **De Jure Proxy (1 SOUL):** *Any turn, Foe, range 1-4.*
Trigger: A foe in range is slain. *Effect:* Transfer all that foe's guilt and other negative tokens to a different foe in range.
- **Supreme Prohibition (1 SOUL):** *Round start, range 1-4*
Trigger: Round start. *Effect:* Create a 2x2 zone with at least one space in range. Foes that end the round in the zone gain 1 guilt and 1 vulnerable. The zone counts as an objective zone for Volvadani laws and lasts until the end of the current round.
- **Purified Corpse Oil (2 SOUL):** *Own or allied turn end, Range 1-2*
Trigger: Own ability, or that of an ally in range, has 0 burst charges. *Effect:* Refill two or (5+) 3 charges to the ability.
- **Weight of Sin (3 SOUL):** *Target foe turn, Range 1-4, Curse.*
Trigger: Foe turn start. *Effect:* This turn, after foe MOVES or uses any ACT that allows them to step or teleport, they take piercing fire damage equal to their guilt.
- **Throw the book (4 SOUL):** *Start of round, Range 1-4, Curse.*
Trigger: Round start. *Effect:* Choose a foe in range. That foe is subject to every law this round. When it breaks a law, it also gains 1 vulnerable.
- **EGO LEX SUM (6 SOUL):** *Own turn.*
Trigger: Turn start. *Effect:* All foes in line of sight gain 1 guilt and 1 vulnerable, and the Praetor restores 1 burst to all abilities for themselves and all visible allies. Repeat this effect at the start of the Praetor's turn for the rest of combat.



REINFORCEMENTS

The following units can be taken as **mercenaries**. A single unit **slot** of any type can be a Mercenary (so one unit, or two in the case of thralls). Any faction can take mercenaries. However, unlike core faction units, Mercenaries cannot be upgraded by Dark Power.

THRALL





EGGENGROUC			
<i>Mercenary Thrall</i>			
MU	AP	DF	ARM
4	2	3+	-
Traits			
<i>Thrall:</i> 2 of these units are worth 1 unit slot. Can be activated two at a time. <i>Sated:</i> If starting a turn where maximum hp is 4 or higher, gain 3 strength, vitality, and speed.			
ACT Abilities			
Meat Slap: Attack, Melee <i>On hit:</i> 1 damage and create a corpse in a free adjacent space to target. Gobble: Melee <i>Effect:</i> Remove an adjacent corpse. Then raise current and max hp by 1.			

The vermin of Anzenmezzeron's underways and gutters, hell bent on consuming the dead and undead alike. When well fed, they are capable of shocking bursts of strength and violence.

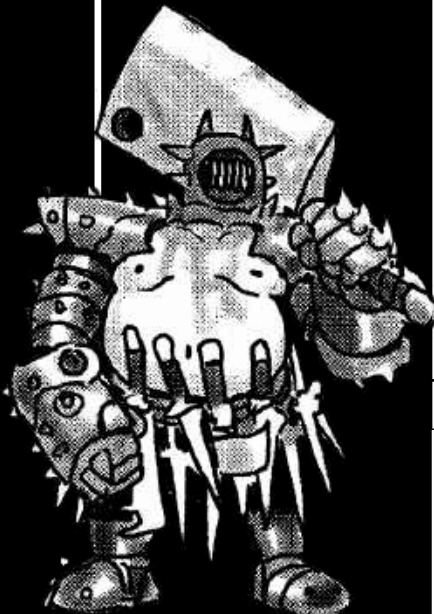
HORROR





PAUPERS SHADE			
<i>Mercenary Horror</i>			
MU	AP	DF	ARM
4	3	4+	-
Traits			
<i>Flight:</i> Ignores adverse terrain, and elevation attack and movement penalties. <i>Ethereal:</i> Takes a maximum of 1 damage from any ability. Units can ignore this restriction if they are in an adjacent space.			
ACT Abilities			
Claw Warmth: Attack, Melee <i>On hit:</i> Steal a positive token from the target, then deal 1 curse damage. If no positive token was stolen, deal 2 curse damage instead. <i>Effect:</i> Then, step 2. Bone Splitting Howl: Self, Curse <i>Splash (self):</i> All units are pushed 1, (3+) or 2 spaces and (5+) inflict 1 <i>slow</i> on those units. <i>Effect:</i> Then this unit steps 2 Ghostly Step: Self, Range 1-4 <i>Effect:</i> Teleport to any free space in range and line of sight.			

Pitiful and barely sentient shades that often follow Black Masses, begging for scraps. Shades are the worst stages of the soul's degradation, when it can no longer even hold on to a body, which sometimes animates separately.

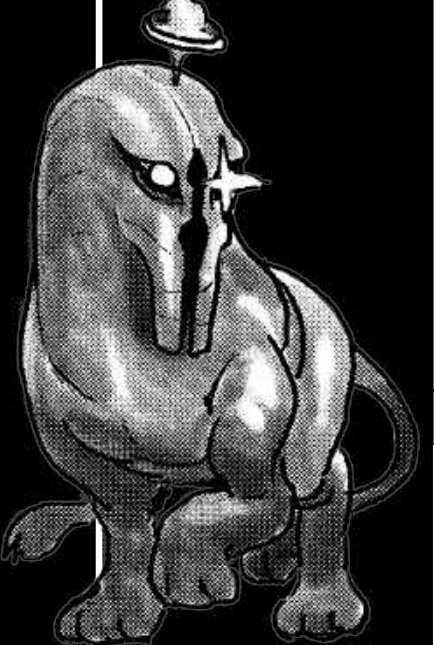




WAR DEMON			
Mercenary Scion			
MU	AP	DF	ARM
3	6	2+	PHYS
Traits			
Demon of War: At the end of its turn, this unit deals 1 <i>devil</i> damage to itself, then gains +1 burst charge. If it is at 3 hp or lower after taking this damage, it gains 2 burst charges instead. Iron Skin: This unit always treats strength tokens as vitality tokens.			
ACT Abilities			
Relentless Hacking: Attack, Melee, Burst 1 <i>On hit:</i> 1 damage. <i>Effect:</i> When attacking the same target for the second time or more in the same turn, gains pierce on hit. Revel in Slaughter: Self <i>Effect:</i> Gain +1 or (5+) +2 burst charges to any ability and splash (self): inflict 1 <i>vulnerable</i>. Gigakaizer: Melee, burst 1 <i>Effect:</i> Spend all burst charges. Step 1 per burst charge spent, then deal 1 piercing damage to an adjacent unit. If that unit's hp was equal to or lower than burst charges spent, it gains 2 <i>weak</i>, <i>vulnerable</i>, and <i>slow</i>.			

Uses the Burst rule from the Volvadani.

Hefty demons working as the foot soldiers of Hell. Gain their sustenance from the pain of living creatures.





HELIOSPHINX			
Mercenary Tyrant			
MU	AP	DF	ARM
3	6	3+	MAG
Traits			
<i>Large:</i> (see entry) Petrify: When slain, becomes a 2x2 block of walls instead of leaving a corpse.			
ACT Abilities			
Turn Aside Thy Hated Face: Attack, Range 1-3, Curse <i>On hit:</i> 1 curse damage and 1 vulnerable and if the foe ends its next turn in line of sight and out of cover from the sphinx, it takes 1 <i>piercing</i> curse damage again. Abhorrence of the Ancient Ones: Self <i>Effect:</i> Until the start of this unit's next turn, the next time a foe in line of sight and out of cover from the sphinx makes an attack, roll the effect die. That foe gains -1D on the attack and is pushed 1 after it resolves, (4+) and also takes 1 vulnerable, (6+) and takes 1 piercing curse damage. Bastion of the Black Gates: Self <i>Effect:</i> Step 3 with <i>free movement</i>. Each time this unit would enter a unit or wall's space during this step, destroy that wall or push that unit 1. Inflict 1 vulnerable on the first unit pushed.			

Servant of Those Who Came Before, an ancient and powerful being still serving out its geas to defend the city borders placed on it by its long absent masters. Heliosphinxes are the smallest and most agile of the necrosphinxes surrounding the city - the equivalent of a house cat to its god-like larger brothers. It cannot die, but instead petrifies for 6 days when slain. Death by necrosphinx is the most common fate of visitors to Anzenmezzeron.





SLITHERING CUCCIST			
Mercenary Freak			
MV	HP	DF	ARM
4	4	4+	-
Traits			
<i>Slithering Pact</i>: Immune to devil damage			
ACT Abilities			
Slithering Kiss: <i>Foe, Ally, Range 1-3, Curse</i> <i>Effect:</i> Another unit in range takes 1 devil damage. If the target survives, it may clear a negative token, then gains 2 <i>strength</i>. Slithering Flesh: <i>Foe, Ally, Range 1-3, Curse</i> <i>Effect:</i> Another unit in range gains 1 vitality. If it is missing half its maximum hp or more, it gains 2 vitality instead. If the target is at 1 hp or lower, it is <i>obliterated</i> instead. Lucifron: Self <i>Splash (self):</i> 1 or (6+) 2 devil damage. Obliterate self <i>Special:</i> Only usable at round 6 or higher.			

Those that have discovered the lower chambers of Anzenmezzeron, surrendering body and soul to the madness of the Slithering God. Nearly all of them returned changed.



Finally, official necromancer tokens for all your little guy needs (you can find them in the attached files).

MERCHANTS

The following new merchants can be used in any game of Maleghast. Use the merchant rules from Games for Freaks volume 2. You can substitute either of these guys in for any other merchant when rolling randomly for a merchant, or just add them as number 11 and 12. If you want to have fun with it though, you can't take the **Moon Shrouded Man** and the **Twins** on a list at the same time, so substitute one for the other.



MOON-SHROUDED MAN

This well-dressed man speaks with a soft voice, and his face is always barely visible, shrouded in velvety darkness. If you step towards him, you cannot seem to get any closer.

DIALOGUE

> "Beautiful night, tonight."

> He sings: "The silver, the silver. The silver won't hide you from your sins."

> He checks the time on an antique pocketwatch, whistling.

> "Met two women, one stout, one thin? Emblazoned with the lion? Charlatans, from a fragile House. Save your breath and avoid them. The bend of the world no longer arcs their way. These are... darker... times."

COST	PRODUCT	EFFECT
1	EYES OF SILVER	Choose a non-necromancer allied unit. This combat, its attacks gain +1D and all its abilities ignores line of sight, cover and <i>curseproof</i> . This upgrade can only be taken once.
2	PALE FOG	At round 4 or later, all abilities of all units gain a maximum range of 2, or 2-2 if their minimum range is higher.
2	WHISPER-THIN CLOAK	Choose a non-necromancer allied unit. It gains <i>curseproof</i> and all attacks against it are at -1D.
2	HIDE FROM SIN	Choose a non necromancer allied unit. Line of sight cannot be drawn to it by any unit (ally or enemy) except from adjacent spaces. Area effects such as line or splash effects can still target it normally.
2	VEIL FROM BELOW	Choose a 2x2 area on the battlefield at the start of combat. It cannot overlap any deployment zones. Line of sight cannot be drawn in or out of the area. Units within the area can target each other normally, and line of sight can be drawn across the area as normal.

GRAFT, PENUMBRAL BARONESS

A tall, pallid noblewoman. Her voice is strong enough to soar over the baying of her grisly stock. She dismounts from her carriage only to briefly negotiate.

DIALOGUE

> "..."

> "Hm? Oh, they're here of their own accord, of course."

> "Take this one off my hands, won't you, kitten?"

> "I just fed them, sweetling. They won't bite unless you ask them to."



Graft's products are all **hounds**. **Hounds** count as units, but can't be activated or take turns. Your own hounds are allied to you. Deploy a hound adjacent to any allied unit at the start of a game, when you deploy. They may be placed even outside a deployment zone. Hounds can be granted a MOVE (MV 3) or step, or be pushed or pulled, obeying all usual restrictions. Otherwise they are immune to all other damage and effects.

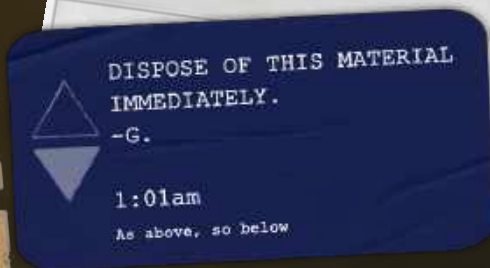
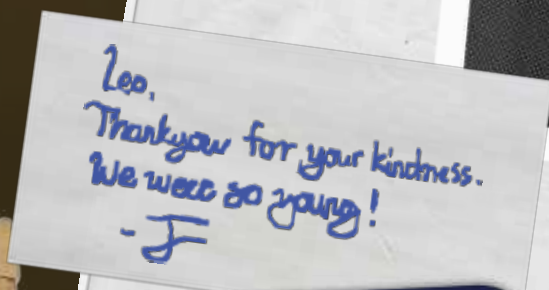
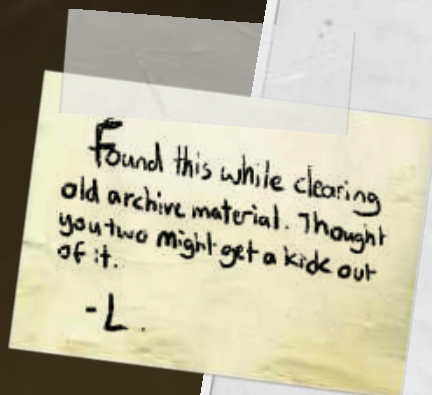
COST	PRODUCT	EFFECT
1	DOG MEAT	3 satchels of meat for the dogs. Once a round, you may spend a satchel at the end of an allied turn to allow your hound to step 3 with <i>free movement</i> .
2	NAIL HOUND	Any <i>foe</i> starting or ending its turn adjacent to the nail hound gains 1 vulnerable. The first time it vacates a space in a round, it leaves a hazard.
2	SKIN HOUND	Any <i>unit</i> starting or ending its turn adjacent to the skin hound is pushed 1. Foes gain 1 <i>weak</i> when they are pushed.
2	WEeping HOUND	Any <i>foe</i> starting or ending their turn adjacent to the weeping hound has a space of adverse terrain created underneath them (4+) and gains 1 slow.
2	TERROR HOUND	Damage dealt to <i>all</i> units adjacent to the terror hound gains <i>pierce</i> , and abilities targeting <i>any</i> adjacent necromancers cannot be body blocked.

SLUDGE CONTINUES ➡



ARCHIVE 1999

- ◆ **Quirks (Pg. 24):** Alternate, strange mutations you can take for blasphemies.
- ◆ **Recreation (Pg. 40):** Downtime activities between hunts.
- ◆ **Aesthetic expansion (Pg.46):** New aesthetic options for exorcists.





Director's Note:
12/14/1999
0315



Routine archive clearing uncovered some old material of #2 and #4. Made me think. Today we do our best to refine our recruits, and stomp out signs of deviation. Yet we ourselves would not have emerged in such a system. Are we killing the tree by pruning it?

Additional note: Material was destroyed.

GROUP 1
Excluded from automatic
downgrading and
declassification

QUIRKS

Blasphemies are volatile, ever changing things, twisting and reacting to their host's emotional turmoil. Even the category of 'Blasphemy' assigned to these powers is a human instrument, a label placed by CAIN to categorize the unknowable, to tame and hone chaos into a more precise, but perhaps lesser weapon. Untrained or self-trained psychics, such as Binders, often manifest capabilities more wild and spectacular than anything a Temerity training regimen could produce. Perhaps for the better.

Quirks are optional changes to Blasphemy powers, usually offering an alternate passive ability.

Taking a quirk is optional but a character needs to either start with one, or develop it between missions. A quirk is exclusive, permanent and replaces the default passive of a blasphemy. A character can take multiple quirks if they have multiple blasphemies (one for each). Aside from granting alternate abilities to your exorcist, they may also change your power's functioning in the fiction, or reflect your exorcist's relationship with their powers.

TENSION

Instead of **Iron Soul** you can choose **Steel**, **Silver**, or **Lead Soul**.



STEEL SOUL

You specialize in projecting tension fields over bladed weapons. You gain the Severance power for free (even past the cap of 5 powers). You always use it at +1 CAT. However, you can only use it while wielding a bladed weapon in one or both hands.

Additionally, you can project a psychic cutting force at short range by rolling **PSYCHE**. This doesn't cost a psyche burst but doesn't have enough force to significantly harm someone - enough to sever a strap, cord, or cause minor cuts.



SILVER SOUL

Your body is infused with psychic fields that are stronger when you follow your convictions, and weaker when you don't.

When you end a conflict scene, you automatically erase **1 stress** if you followed any agenda item in that scene. If you didn't follow any, gain **2 nonlethal stress** instead.



LEAD SOUL

Your body is suffused with tension fields that make you extremely dense, heavy, and tough. Your weight is tripled and only forces 2 categories higher than your current category can move you against your will. Your unarmed strikes count as service weapons (and can be upgraded). In addition, you can only take a maximum of 1 stress from falling or impacts from vehicles or objects, no matter the category.

In return, actions that require you to move quickly are hard for you by default.



CLOCK STOPPER

You can use the **Stop** power without spending any psyche bursts, lasting a **full minute**, and it does not cause temporal instability. Using the power this way 'steals time' from your future lifespan and supernaturally ages you.

Draw an actual clock on your sheet, starting at 12:00 noon, then advance time by **1d3** hours. Also advance the clock by 1 hour if you suffer sin overflow, or you may advance it any time you would gain temporal instability (1 hour for 1 temporal instability). This clock cannot be affected in any other way.

Each hour from 12-5pm ages you **1d3** years. Each hour from 6-9 ages you around **1d6+2** years, and each hour from 10-12 ages you around **2d6+8**. This has no effect on your abilities. At midnight, **you die of old age** (this cannot be ignored).

FLUX

Instead of **Steal Time** you can choose **Clockstopper** or **Timesplitter**.



TIME SPLITTER

Once a hunt, without spending a psyche burst, you may cause a temporal fracture when undertaking any course of action. This fracture ends when an action roll is made, when you would die or suffer sin overflow, or after exactly 777 seconds have expired in the fiction.

This activity takes place in an alternate timeline, in which everything is otherwise exactly the same. When the fracture expires, you revert to the main timeline, undoing all outcomes, resources spent, harm taken, or consequences, but keeping any knowledge or memory from the alternate timeline. You or an ally may take **+1D** on the next roll that takes advantage of this information. Then play forward as normal.

ARDENCE

Instead of **Inner Furnace** you can choose **Void Furnace**. This also replaces some of your powers.

VOID FURNACE

Your powers focus on the cold at the end of the universe, the fathomless emptiness of entropy. This changes the following:

- **Pallor:** You are always cold to the touch and can't be warmed up. You can't suffer negative effects or harm due to cold weather or temperature (even extreme cold), but you still feel it. You subtract 1 from all your resting rolls if the area where you are resting isn't warm.
- **Void Affinity:** No power you take can ever produce heat.
- **Rise from Abyss:** Your powers from this blasphemy increase in potency increase the closer you are to death. They gain +1 CAT in all capabilities if you have an injury, a further +1 CAT if you have two or more, and a further +1 CAT if another exorcist has died this mission.
- **Collapse:** If you die, your body snap freezes and begins collapsing into a non-space. Touching it without protection can inflict incredible harm from the cold (around 3-4 stress). It will require special removal by CAIN, therefore it cannot be recovered by your compatriots.



Replace **Sabre** with **Nihil**

Replace **Fury** with **Blackmatter**

BLACK MATTER

Instant, Long

You instantly disperse heat in an area, creating a killing flash freeze at a location in range with a blast area up to 1/2 CAT. This inflicts harm on anything living in the area and instantly freezes liquids and environments, causing damage. Roll PSYCHE for its effects, and only spend a psyche burst on success.

When you use this power, you may inflict 1 nonlethal but irreducible stress on yourself to gain +1D on the roll as your body partly freezes over. If you do, increase the nonlethal stress suffered the next time you use this power by +1. This effect stacks but resets when you rest.



NIHIL

Instant, Melee

By placing your palms outwards, you release a terrifying annihilative force at hand's reach, affecting a base 1/2 CAT area immediately adjacent to you. Roll PSYCHE for its effects, and only spend a psyche burst on success. This force is tremendous but slow, giving it the following:

- It gains **+2D** when rolling to blast through immobile targets (living or nonliving), walls, constructions, or inanimate objects.
- Unless you are set up by another exorcist, using this power when a roll is **risky** is always **hard**.

TONGUE

Instead of **The Word** you can choose **Taboo**.

Banned words:

Sin, Cain, the name of any blasphemies or blasphemy powers, including your own, the name of a sin type (ogre, lord, etc).

VECTOR

Instead of **Brake** you can choose **Axis** or **Rail**.



AXIS

Your powers rely on **rotational velocity**.

Inscribe Axis: The **Fling** and **Current** powers from this blasphemy moving things either clockwise or counter clockwise around you or a point you choose in hand's reach, instead of in a straight line. The range of these abilities instead becomes the radius of this circular path.

Holy Chakra: You may roll 1d6 when an object or projectile equal or lower than your CAT would impact you. If you roll a 4+, it instead orbits harmlessly around you and away from you, missing you and inflicting a max of 1 stress. If successful, lose the use of this passive until you rest.

TABOO



Certain words are banned for you. When you, the character **or the player**, speak those words (even inadvertently) in any voice louder than a **whisper**, resolve any powers triggered by your speech, then it inflicts a supernatural destructive shockwave on everything other than you in a CAT+1 area centered on you (roll **PSYCHE** for effects, including harm, etc), and temporarily deafens everyone in that area. Your voice is blown out and your character is unable to speak or use powers from any blasphemy until you rest.



RAIL

When moving, you automatically increase your own **velocity**. **All** your own movement (not movement granted to others), is +1 CAT higher, including movement without your powers. You can 'skate' on a small bubble of vectorized air underneath your feet, allowing you to move across water or slippery surfaces.

However, **none** of your powers work if you are unable to move while using them

GATE

Instead of **Pocket** you can choose **Stroll** or **Rummage**.

STROLL



Once a scene, without spending a psyche burst, you can attempt to teleport yourself to a point in short distance you can see (even just partly) with enough space for you to arrive by rolling 1d6. On a 3+, you are successful. On a 1-2, you teleport anyway to a point in range, but the Admin tells you where you end up.

SMOTHER

Instead of **Absentia** you can choose **Digit** or **Ban**.



DIGIT

You can instantly (and cleanly) **lose a finger** to gain +1D and +1 CAT to **any** power when you use it. It disappears as if it had been cut off a long time ago. Roll 1d6 (2-3: left hand, 4-5 right hand).

If you run out of fingers on one hand, you automatically lose fingers on the other. If you roll a 1, you lose another finger and roll again (this can keep going!). If you roll a 6, you can choose which hand you lose a finger on.

Gain -1D on any rolls that would require using the affected hand until the next hunt, when you have time to adjust to the disability. If you have no fingers left, you **lose your head** instead and suffer (gruesome) instant death, which cannot be ignored.



RUMMAGE

Once a scene, you can spend 1 kp to pull a random item out of a space that an item could be stored (clothing, suit pocket, in a desk drawer, etc). This only works if you are not looking while you're pulling the item out. The item that comes out may not necessarily logically fit the space, but comes out anyway. Roll 1d6, then the Admin picks something from the rolled list.

1. Fountain pen, Live Grenade, Leather gloves, Lighter (small, plain), Pack of cigarettes (2 missing), Phone charger
2. Roll of coins, Crowbar, Stapler, Claw hammer, Camcorder (1 hr tape), Chapstick
3. Handgun (unloaded), two cigarettes, Faded photograph, Instruction manual for building furniture (in Swedish), Map of the area (folded, well used, in Swedish), Large pack of caramel candies.
4. Cell phone (10% battery), Thick sheathe of printer paper, Large amount of cash, Full bottle of wine, Fire Axe, Huge box of nails
5. Chewing Gum, Lipstick, Coffee Mug (novelty), Folded Letter, Hat (situation appropriate), Clip of 9mm ammo for a handgun
6. Useful key, Pocket Knife, Lighter (oversized, novelty), Bicycle (foldable), Dictionary for translating Swedish, six sided die



BAN

Gain the Abstract power from this Blasphemy for free (even the limit of 5 powers). You can now use it once a hunt to affect a single human or exorcist, leaving them an unrecognizable blur and preventing them from taking action. They recover if taking harm or if the scene passes.

Roll PSYCHE for effects and only spend a psyche burst on success. Take or grant +1D on the next action taking advantage of this as normal.

TRACK

You can take **Catch Vibe**.
This adds to the existing passive instead of replacing it.

CATCH VIBE



Your starting playlist is smaller (4 tracks). However, you can add or swap in and out any (real life) music track played during the session by you, your GM, or any of the players into your active playlist for the remainder of the hunt, or any music track played diagetically (in the game). This could push it up to 10 tracks.

WHISPER

You can take **The Future Rules!**
This adds to the existing passive instead of replacing it.



THE FUTURE RULES!

You cannot die, except from causes which aren't ignorable. If you would die, you miraculously survive in an improbable way, pass out, and come to consciousness at the start of the next scene with 1 remaining injury and half your stress full.

However, roll 1d6 at the end of each mission you complete. On a 1, foreboding doom sets in, and you become certain that the next mission is the one you die on. Increase the range of this number by +1 for each mission it doesn't trigger (so the next time would be on a roll of 1-2).

While you are affected by foreboding doom, you lose your ability to ignore death and suffer instant death instead any time you suffer an injury. You can defy this fate as normal.

EDIT

You can take **Scenery** or **Alter** instead of **Mimic**.



ALTER

When you rest or go to sleep, you disappear and are replaced by a different version of yourself with similar memories. These versions of yourself rotate in from another reality where this power activated. Your appearance changes as if you used the Mimic passive. Choose one:

- You are holding something small but useful (a tool, a weapon, a key, a map)
- You have faint memories of a piece of information pertinent to the current investigation. Ask the GM a yes or no question about the current hunt and get a truthful answer.
- You are slightly less stressed (-1 stress) than your current version.

SCENERY



Once a scene, when using any power from this blasphemy, if you can pull from a work of art nearby, it does **not cost a psyche burst**. The same work of art does not work twice in the same hunt, and the quality of the end result is dependent on the quality of the artwork.



BIND

You may gain **Sin Strike**, **Sin Evolve**, and **Menagerie**. These abilities complement the base abilities of Bind and are free.

SIN EVOLVE

Your bound sins increase in ability as you gain category.

- **CAT 2+:** Your sins gain the ability to speak and develop a humanlike intelligence. Only psychically sensitive people can hear them.
- **CAT 3+:** Your sins can take on a humanlike form, or take on a larger animal-like form, or switch between these forms. Both forms are still only visible to exorcists and other sins, and are purely aesthetic.
- **CAT 4+:** Your bound sins can appear visible and audible to humans. Graceless humans typically find this traumatic (roll PSYCHE for any effects).
- **CAT 5+:** You can have two active sins out at once. Any action you take with them must apply to one or the other. Failing to absorb stress for an action taken by a sin banishes *both* of them.

MENAGERIE

When you defeat a sin during a hunt, **you may bind it** as a new bound sin during a rest. This applies even for minor sins or foes with the type 'sin', such as Traces. Doing so typically requires approval from the Temerity Office of Stability (which can sometimes be waived). A captive sin is mechanically identical to your original bound sin but may differ in aesthetics and personality. You can swap your active bound sin in and out, including your original bound sin, and keep up to **six**. Inactive sins retract into a dormant state inside your sin seed.

◆ SIN STRIKE

Instant, Short

You can command an active sin to attack by spending a psyche burst as long as both your sin and its target are in range, and you can communicate with it. Roll PSYCHE for its effects. The attack has supernatural potency.

Alternately, you may replace **Sin Binding** with **Wretched Host**.

WRETCHED HOST



You **don't have a bound sin**. Instead, you are a former type II sin host, where the sin is fused to your flesh and is part of you.

You gain the **Surrender** blasphemy power for free, it loses the **charm** tag, and its effects can stack up to three times on you. Instead of costing Psyche burst, it always costs 1 sin to activate.

All powers that would apply to your sin instead apply to you, and physically transform you.

You may **also**

also
also

A collage of the text "You may also" in various shades of blue and white, arranged in a dense, overlapping pattern. The text is repeated many times, with some instances being larger and more prominent than others, creating a sense of depth and repetition. The background is a solid light blue color.

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_____:

[REDACTED]

[REDACTED]

1. : ?

~~XXXXXXXXXXXX~~

[redacted] [laughter] What do I think? What do I think about this? There is nothing more dangerous on this earth."

TEMPORAL CODE: GYRE 3

Please affix stickers firmly.

DocRef: 00952

OUR DREAMS
WILL ORBIT THE EARTH
FOREVER

OUR DREAMS
WILL ORBIT THE EARTH
FOREVER

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may also

SUMMON THE TEN THOUSAND SWORD KING

If you have the **bind** blasphemy and are either **CAT 5** or **on the brink of death**, you can beckon the infinite blue. The skies that were denied to us come rushing forth, and do not stop. The stars are falling, each of them a perfect blade.

Summoning the King immediately initiates an apocalyptic force in an area around the size of a town (around CAT 5), centered on you. The infinite sword field appears, turning the sky a perfect blue.

Sins and **exorcists** in the area, including you, roll 1d6 and add their **category**. If the result is 9 or higher, they survive the unending assault, otherwise they are obliterated. Exorcists suffer **instant death**, sins are reduced to blood soaked ashes. This fate can be defied as normal.

Perfect Sins (*Games for Freaks*, volume 3) always survive.

Anything else that survives takes **5 slashes** on its execution talisman. All other humans, creatures, and structures in the area around CAT 5 or under are annihilated with unbelievable force unless protected by supernatural and similarly overwhelming force. Afterwards, the King departs.

You can describe, if you wish, the way that your character accepts or avoids their fate. If you are particularly avaricious of victory, you may attempt to fight, or even bind the King, though such matters are best left up to your table to figure out. Few beings exist that are stronger than it, and perhaps there are none at all. Its grief is infinite, after all.

Summoning the King can only be done once in a game of CAIN.

WIRE

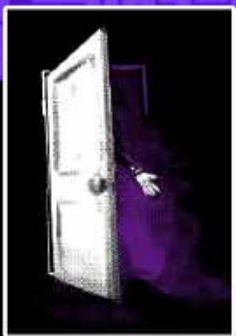
Instead of **Main Artery** you can choose **Worm**.



WORM

You can produce light reading material (novels, magazines, etc) at will, without costing KP, though it dissolves after a few minutes of losing contact with your body.

In addition, all wire powers apply to books instead of computers or phones and can be used with books. When you'd produce a computer terminal with *Terminal* or *Deck*, you instead produce an appropriate book (almanac, history book, encyclopedia, comic book, etc), including from people's bodies. *Surge* works with books (you must have read or at least be familiar with the destination book), and *Disk* turns your target into a book. *Call* creates a duplicate journal on both you and your target if the target picks up. Writing in the journal causes the writing to supernaturally and instantly appear on the duplicate, regardless of distance.



MANIFOLD

Your palace functions as the normal Sanctum power, except:

Once a hunt, when you open any door or cross any threshold, you can instead open a door to a single room of your choice in your palace, physically manifesting it. Doing so does not require spending a PSYCHE burst. Opening any door out of this room opens and connects to a random door nearby, determined by the GM. The space inside your palace could be larger than is physically possible from the outside.

PALACE

Instead of **Sanctum** you can choose **Recluse** or **Manifold**.



RECLUSE

Only *you* can enter your palace (with the exception of the bar power, and psychic doubles, such as from parlor). It grants no resting benefits, but otherwise functions as the normal Sanctum power. In addition, you can enter it *any* time you like by

concentrating for a few moments.

When you enter your palace, you physically disappear and are replaced by a *palace port*, which is a small reflective object. Historically, these have been things like gemstones, mirrors, or basins of water, but in modern times have sometimes become things like phone screens, laptops, or portable video game consoles. Outside observers, including mundane humans can see and talk to you inside your palace, though your voice and appearance may seem distant or distorted. While inside your palace, you can use powers from this blasphemy normally to affect the outside world.

You remain in the palace until you voluntarily leave. If the object is damaged, you are shunted out, take stress as if you were targeted by that damage, and you cannot re-enter until you rest. The port can be supernaturally repaired during a rest at no cost.

When you use any palace power, including its passive, you *must* physically manifest the corresponding part of your palace as part of that power, as prior, though you can do this any number of times. If you don't have a door on hand to do this with, you can't activate the power, though any door will qualify (car doors, microwave or fridge doors, etc).

Other beings can enter your manifested palace rooms, even those hostile to you. The rooms stops existing when you are no longer physically inside or are outside and let go of the door handle, and push out anyone or anything from the outside reality when they collapse back into their original form.

JAUNT

Instead of **Ghostwire** you can choose **Corpus**, **Hollow**, or **Silver Sight**.



HOLLOW

You specialize in the incorporeal remnants of psyche.

You can use the *Geist* blasphemy power without spending a psyche burst, once between rests.

If you have only one passenger from the *Passenger* power, they can now use psychic powers using your body, and you can use powers normally. When they use a power, you take any effects or consequences as if you used the power, though they spend any resources (sin, bursts, etc). These powers immediately end if your passenger exits.



CORPUS

You specialize in the bodies of the recently deceased. Once a scene, when you touch a corpse, you can tell exactly how long ago it died, and get brief visions of its death, granting you +1D when next you act on the answers in the same scene.

Additionally, you can use the *possession* power on corpses without spending a psyche burst, and you can use the *desecrate* power on living, but unconscious humans.



SILVER SIGHT

You are completely blind, but permanently benefit from the *Threads* power from this blasphemy and gain it for free. It can overlap with other powers. Since you are used to seeing this way, actions against living things are not hard for you, but other actions that require sight are. If you participate in teamwork or gain setup, you can ignore this restriction in addition to the normal benefits of teamwork or setup.

In addition, your extreme sensitivity to grace lets you immediately sense (with some imprecision) if anyone in a ½ CAT area centered on you has any psychic sensitivity, and how much, or if there are any supernatural beings in a similar area, how close they are, and how strong they are.

SYMPATHY

Instead of **Resonance** you can choose **Locus**



LOCUS

You specialize in a particular object, but have aversion to others. Choose an object on the list of resonances. You are automatically resonant with that object, but find activities that involve any of the other objects on that list hard by default. Actions are also hard when you are touching, wearing, or in hand's reach of those objects. You can swap this focus around at the start of each hunt, or when you rest.

MOTHER

Instead of **Mother's Embrace**, you may choose **Mother's Love**.



MOTHER'S LOVE

Your strain of mother is less detectable, and you look more human.

Twice a hunt, you may listen to the whispers of *Mother* (ask the GM what She is saying) when using a blasphemy from this power.

If you follow her advice or direction, you may use that power without spending a psyche burst, it gains +1D on any PSYCHE rolls, +1 CAT, and all sin costs from that power are reduced to 1 for its duration.

However, using the power becomes risky if it wasn't already, and the risk die becomes a '1' automatically.

LCT-46/A12-1
Serial: 094

CONFIDENTIAL

LCT(6) GROUP FOR
FLEET POST OFFICE
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Commander LCT(6) Group
Commander-in-Chief, U.

Category Assessment (CA) Form c1201

Instructor name/CID: Hall 546469
 Instructor Grade: OS Director
 Subject name/XID/CID: G1 Atlas
 Facility: Cold Watch
 Date and Time: 16:30 Nov 11th, 1978
 Subject Category: 4
 Subject status: ☐ Deceased ☒ Active ☐ Other

Recorded Blasphemy:

"Mr. God"

As Above, so Below

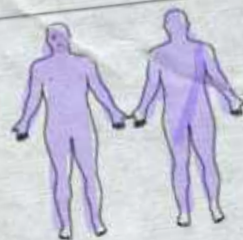
☒ PASS see note
☐ FAIL

Test Description	G1	G2	G3	Severe
1. Awareness				/
2. Steel Girder				/
3. Underwater				/
4. Geotechnical				/
5. Thermal				/
6. Duress (SpC)				/
7. Air				/
8. Live fire				/
9. CQB				/
10. Crowd				/
11. Live ETM test (CAT 4) 00.01.15 unbelievable	☐	☐	☐	☒

Notes:

This test leaves me little doubt that Atlas is a perfect candidate for a new virtue. I don't fully understand his abilities yet, and fortunately neither does he. According to test data, the human body should not be able to withstand his level of grace without catastrophic sin accumulation. It is as if he is in an overflow state all the time, and yet he is in perfect control of his faculties.

Note: asked him about his team's survival rate. He said, very bluntly, "they lacked faith."



Recommendations: Carefully recommend and base for field deployment viability based on current TM standards.

Hold for further study and virtue promotion
 Subject's abilities should be considered special grade
 God willing, we may have found one to surpass

☐ Promote ☒ Hold ☐ Retire

☐ Promote ☐ Hold ☐ Retire

is it that he believes he is untouchable, or others?
 the former is terrifying after he killed [redacted] in 95, I wouldn't doubt it. The organization is in firm hands, I guess

TY-SIX
 E
 ORNIA

1 Januar

46.
 S. Fleet.

Category Assessment

Instructor name/CID: Hall 546469
 Instructor Grade: OS Director
 Subject name/XID/CID: Alhambra
 Facility: Cold Watch
 Date and Time: 18:00 Nov 8th, 1982
 Subject Category: 3
 Subject status: ☐ Deceased ☒ Active ☐ Other

Form c1201

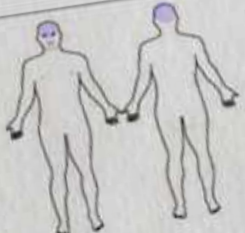
Recorded Blasphemy:
"Perpetual Black Second"
 As Above, so Below

☐ PASS
☒ FAIL

Test Description	G1	G2	G3	Severe
1. Awareness		☒		
2. Steel Girder		☒		
3. Underwater		☒		
4. Geotechnical		☒		
5. Thermal		☒		
6. Duress (4)		☒		
7. Air		☒		
8. Live fire		☒		
9. CQB		☒		
10. Crowd		☒		
11. Live ETM test	☐	☐	☐	☒

Notes:

Alhambra is languid, tired, uninterested. He claims to have done this test around "twenty times" and that he has "died about five and would rather not keep trying".
 Evidence suggests he manifests a weak 'Flux' type effect, but certainly not strong enough as his delusion suggests. Temporal manipulation with perfect information retention - post mortem (!) would be far beyond his capabilities.



Somehow passed the ETM test - damn thing couldn't touch him - was it under sedation still? - H.

Recommendations: Carefully recommend and bias for field deployment viability based on current TM standards.

Unviable and unmotivated. Reassess or retire.

Personal note: would not shut up about a "spindly man" following him around.

check ETM corruption

☐ Promote ☐ Hold ☒ Retire

0-25552

AAG 000 GENERAL "C"

Category Assessment (CA) Form c1201

Instructor name/CID: Leonardo Alhambra 995143
 Instructor Grade: OS Director
 Subject name/XID/CID: J. Maiden
 Facility: Cold Watch
 Date and Time: 09:30 November Twelfth, 1984
 Subject Category: 4
 Subject status: ☐ Deceased ☒ Active ☐ Other

Recorded Blasphemy:
"Master of Puppets"

☒ PASS
☐ FAIL

As Above, so Below

Test Description G1 G2 G3 Severe

1. Awareness				
2. Steel Girder				
3. Underwater				
4. Geotechnical				
5. Thermal				
6. Duress ()				
7. Air				
8. Live fire				
9. CQB				
10. Crowd				
11. Live ETM test				

Notes:

Maiden exhibits a rare mutation of the "jant" blasphemy. She is able to reflexively displace the psychic frontmatter of individuals, what we would call a consciousness or "soul", and forcibly eject it from the corpore, leaving it stranded in the nootmos. At the same time, she is able to inject a construct of her own grace into the newly empty vessel, which lacks a free will and is subservient to her. This "puppet" has access to the host's brain, and therefore all their memories, personality, etc - in rare cases she has made puppets able to use host's blasphemies.



tested with 87 staff.
 effect was instant with no loss of efficiency

Recommendations: Carefully recommend and bias for field deployment viability based on current TM standards.

Promote
 Consider for special grade

☒ Promote ☐ Hold ☐ Retire

Temporal Code

GYRE 3

Affix Stickers Firmly

dispose? Jen might like a read.

By that point, she had already compromised her predecessor. She may set a laugh.

note - run the contingency again. need to refine.

MISSOURI BOTANICAL GARDEN
 GEORGE ENGELMANN

RECREATION

Following the [REDACTED] reforms of 1942, CAIN has instituted the REP (recreation and enrichment program) to make your life on base more comfortable. You are entitled to their benefits after each deployment on a rotating basis per CASTLE code 8-52. Check with your CASTLE supervisor about the options available to you.

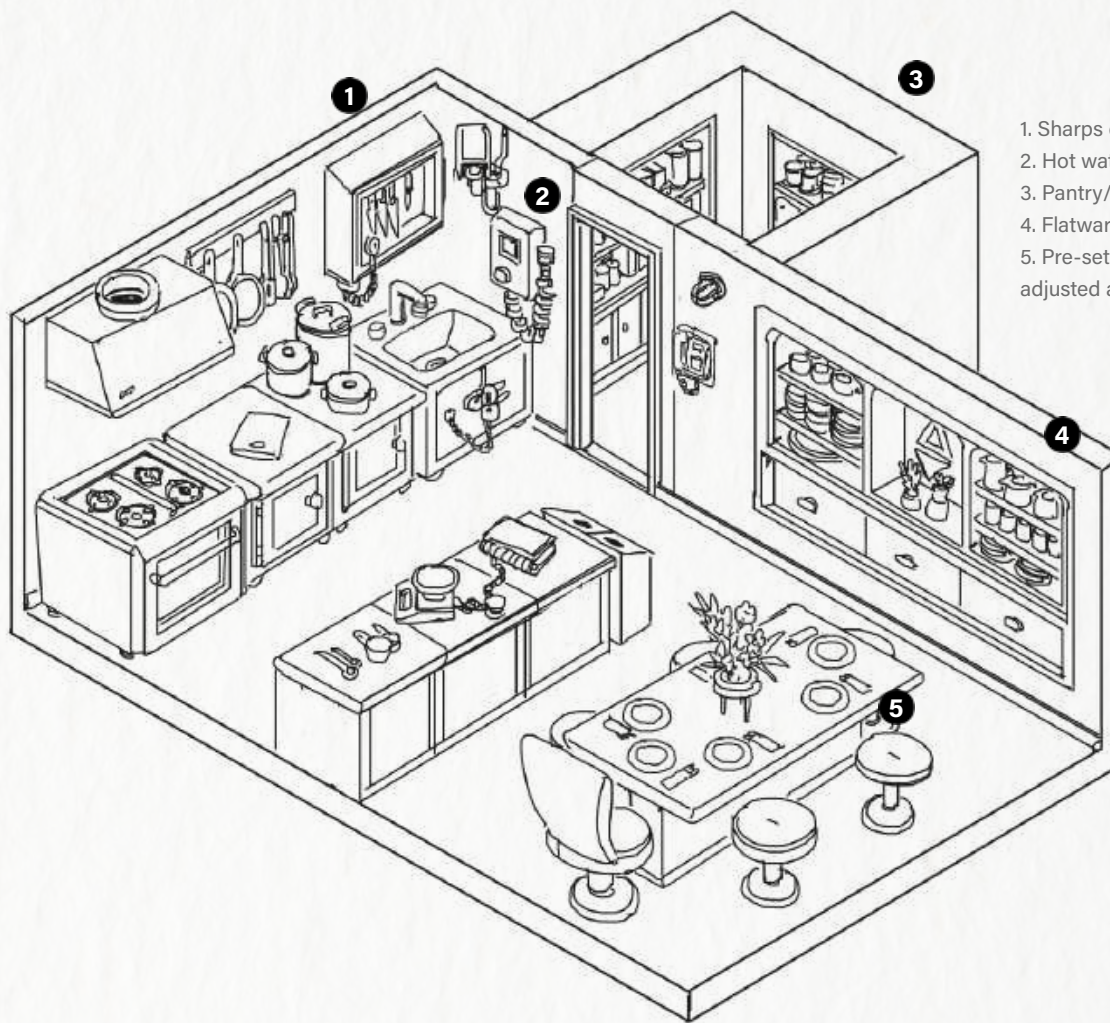
Once between hunts, the entire group may optionally choose one of the following **recreation** activities and take the associate keycard, answering the attached questions and exploring the answers. This provides a little downtime to the exorcists and allows them to develop their characters and relationships outside of the stresses and confines of a hunt. Your group may enjoy it for the pacing change or just the opportunity to show a different side of their characters.

There are a couple caveats:

- The group must agree on the **same activity**, and it costs nothing.
- Exorcists may choose to **split** from the group and choose a different activity. If they do, they must pay 1 scrip, even if someone has already bought access to their chosen activity.
- If an activity specifies morning or evening access only, **one time period** must be chosen. This mainly changes the setting of the scenes and how exorcists might handle their time during recreation.

Exorcists must be well behaved during recreation. Every area has security cameras and keycard access doors that limit who can come and go. Letting in personnel not approved for keycard access, tampering with surveillance equipment, damaging facilities, leaving facilities untidy, or taking items out of facility areas is punishable by **sanction** and bans activities completely for offending exorcists for the next period between hunts. Exorcists subject to sanction more than once or who break sanction severely are docked scrip for additional violations (usually 1 or 2) or disciplined.





1. Sharps container (requires staff unlock)
2. Hot water
3. Pantry/Freezer. Please keep door closed.
4. Flatware
5. Pre-set table. Table settings may be adjusted as needed.

KITCHEN ACCESS

All day access to private dormitory kitchen facilities, with large stock of non-perishable or frozen ingredients. The kitchen is sterile and too brightly lit, but well stocked. There is an attached, well furnished dining area which is windowless and under-lit.

On formal occasions (holidays, founding day, or any of the thirteen days of mourning and remembrance), formalwear is required wear for dinner and is provided. May pay 1 scrip to stock better cooking ingredients such as fresh vegetables or fruits, etc.

Questions:

Go around the table and ask:

- Who cooks, one or many? How's the labor split up? Who eats or doesn't eat?
- What's your relationship to food?
- How did the food turn out? What did you end up cooking?
- Go around the table. Each character can:
 - share a conversation that they have over food
 - share something other characters noticed about them (or didn't notice!) during the meal
 - choose not to share

You may choose to play some scenes out based on the answers, and continue to play out scenes as needed.

GYM ACCESS

All day access to CASTLE facility recreation center. Facilities are dated but well lit, stocked, and maintained. Gymwear and swimwear that conform to CASTLE dress codes are provided and required. The following amenities are available:

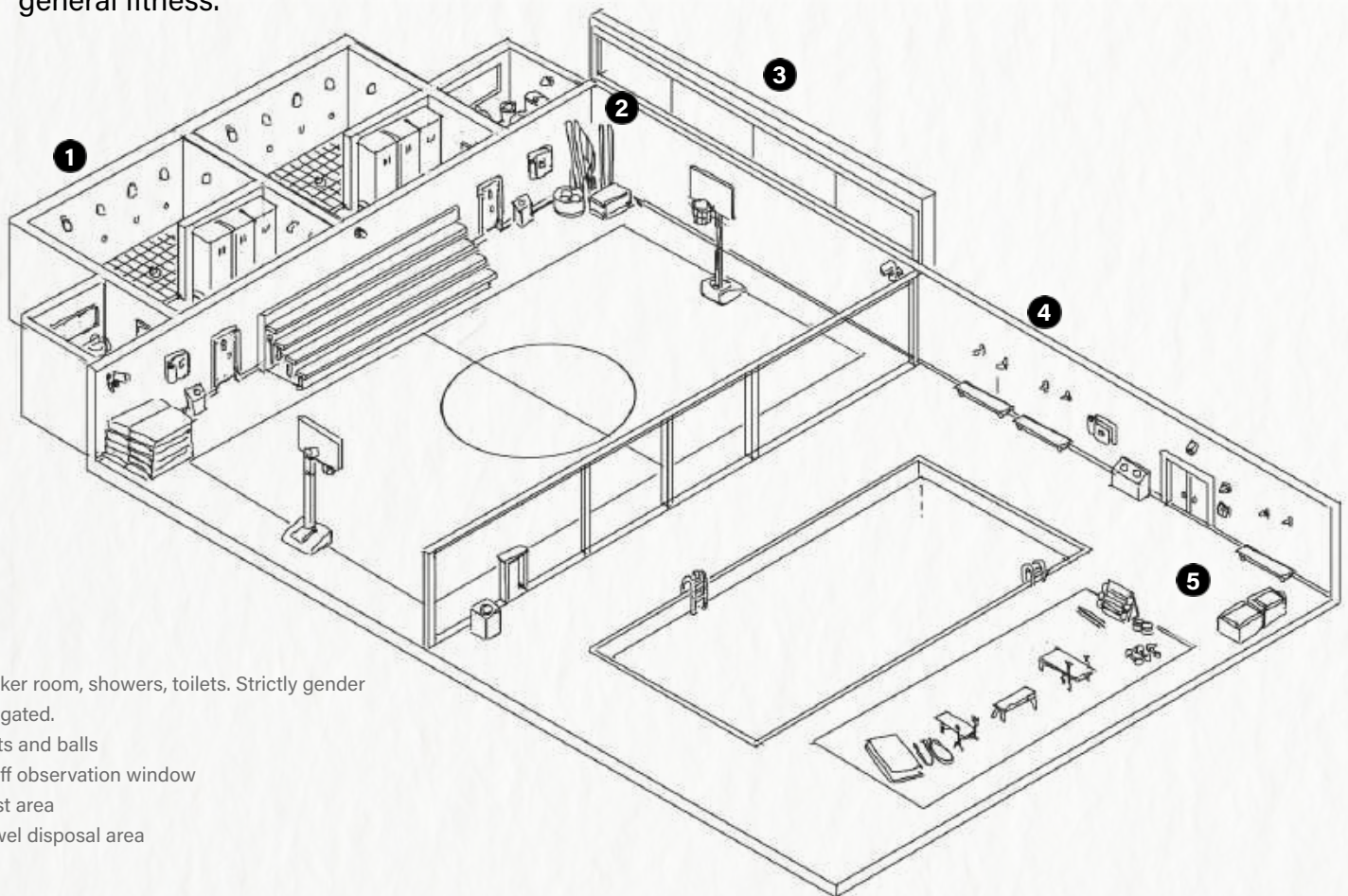
- **Swimming pool** (cold, sterile, well lit)
- **Ball court** (basketball, indoor tennis, squash, indoor soccer, hockey, etc). Cavernous, somewhat dark space with an echo and an observation window on the upper floor that is not accessible. Has fold-out bleachers but they are only used for sanctioned seasonal games for those participating in the in-facility sports leagues. Balls and other facility equipment must be arranged beforehand but any number of games may be picked. Set up and unpacking equipment is up to the exorcists. Competitive games are encouraged.
- **Gym** with training mats, weights, and equipment for practicing martial arts, wrestling, tumbling, strength training or general fitness.

Questions:

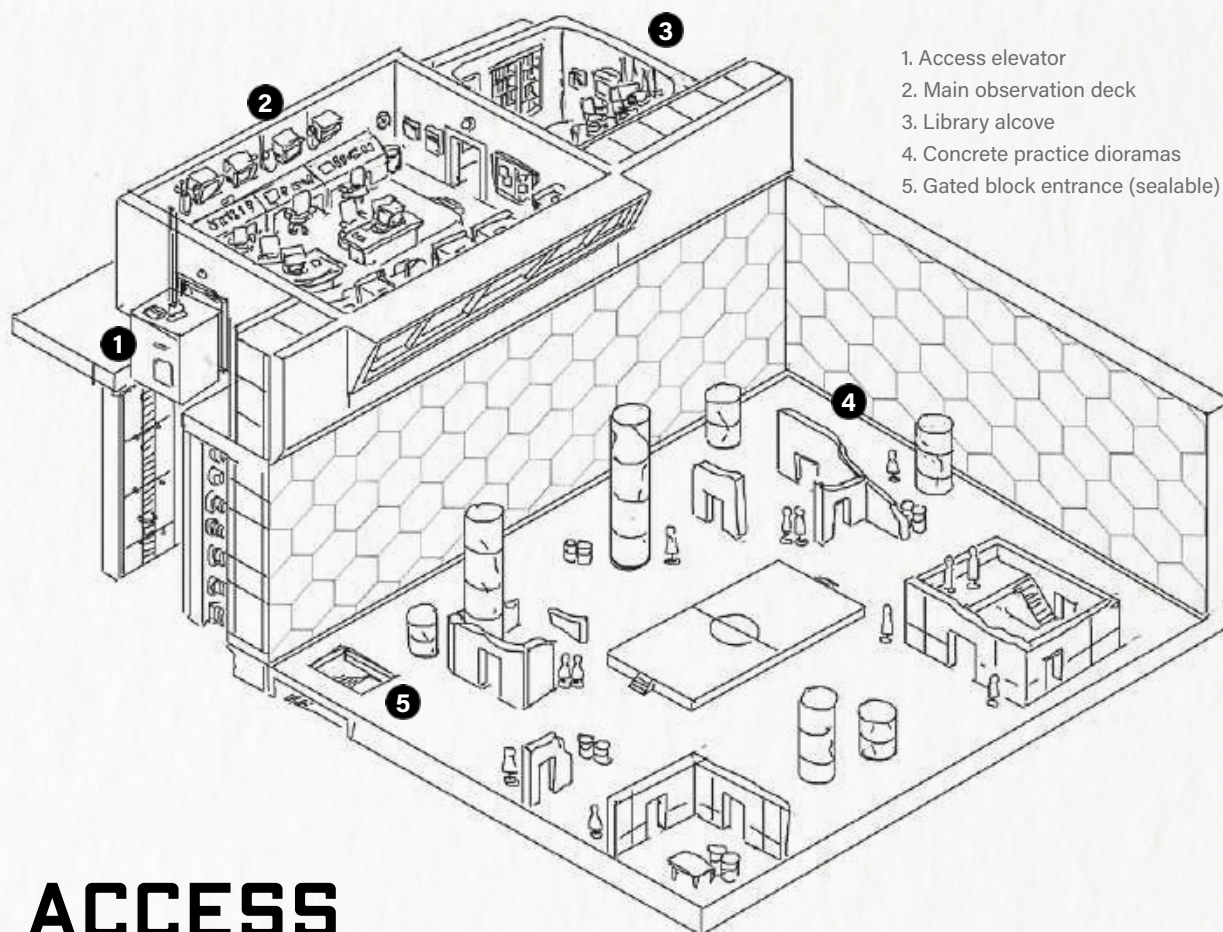
Go around the table and ask:

- How do you spend your time? Do you try to spend it alone or with others?
- What is your relationship to sports and fitness?
- Do you believe in self improvement?
- How competitive are you? Do you play for fun or for keeps?

You may choose to play some scenes out based on the answers, and continue to play scenes out as needed. If you play a sports or competitive game, use associated skill rolls (conditioning, coordination, force, etc) using roll-offs to determine outcomes. Rolls can be set up, assisted, etc as usual. It's standard among exorcists to set a powers or no powers rule for sports before playing.



1. Locker room, showers, toilets. Strictly gender segregated.
2. Nets and balls
3. Staff observation window
4. Rest area
5. Towel disposal area



LAB ACCESS

All day access to spare Temerity facilities, including:

- **Training Room**, aka the Block: Barren, cavernous industrial room with high grade, reinforced walls. The walls, doors, floors, and even the glass in the observation deck are reinforced with grids of Y-alloy, an extremely rare, psychically resistant metal infused with the fibrous subcutaneous flesh of the Ymir tree (the main facility materials production organism cultivated by Temerity). They are nigh impervious to forces and blasphemy powers of CAT 3 and lower, and take only minor damage or effects from forces 4 and higher. There are typically training dioramas set up inside.

- **Observation deck.** Once powered up, it can tightly monitor the forces produced as well as grace and veil fluctuation. A large, bright yellow box on the wall has a two layer kill switch inside which will immediately shut down the facility, sealing all doors and sounding the alarm. Next to that box is an orange box with plastic sealed folders that can be ripped open for quick incident paperwork.

- **Research Alcove:** Enough room for one or two people. Small library of official and unofficial reading material marked here for common use, sometimes a good light novel here. One seat with a PC with CAIN intranet access. Intranet is slow at peak hours but has a very fast 56k connection otherwise.

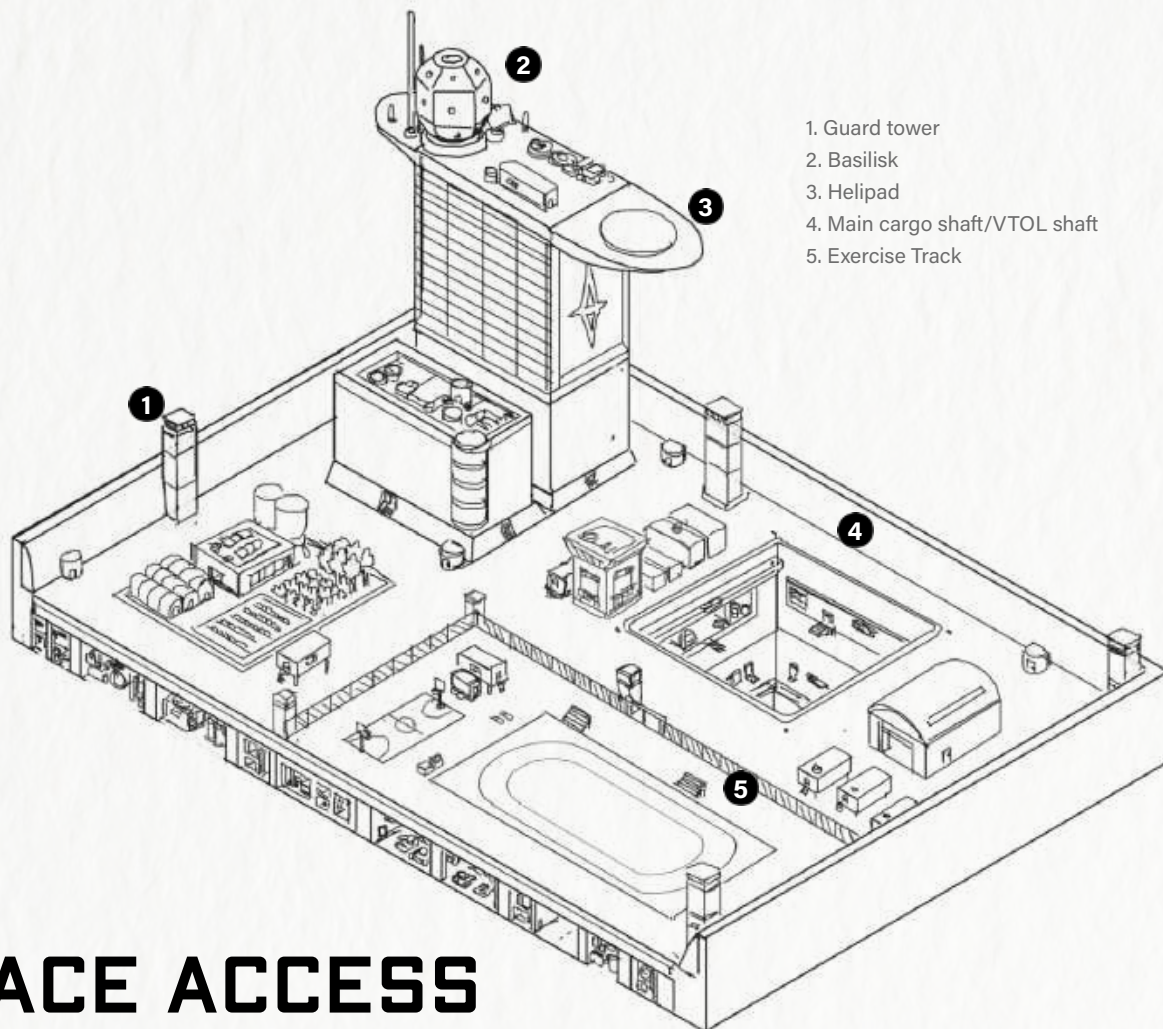
Questions:

Go around the table and ask:

- Do you spend your time in practice or observation?
- Do you embrace or reject your powers?
- Do you believe you are a weapon?
- What's a quirk, oddity, or feature of your powers you show us or notice?

You may choose to play some scenes out based on the answers, and play out additional scenes as needed.

If you try to have characters show off their powers, they don't gain sin (unless they want to), and they don't have to spend psyche burst.



1. Guard tower
2. Basilisk
3. Helipad
4. Main cargo shaft/VTOL shaft
5. Exercise Track

SURFACE ACCESS

Morning or **evening** access to the surface of the current CAIN facility. Around two thirds of the active CAIN facilities are buried primarily at least a mile underground. The other third of the active facilities, including main headquarters, are in the middle of the ocean.

Going up to the surface is tightly monitored and security is extremely high. Perimeter security is kill on sight but signage and fencing are clear. The surroundings of surface facilities are typically extremely remote or inhospitable, such as high mountain forest, deep red desert, arctic ice, or endless ocean. Acclimatization sunglasses are typically provided for exorcists that have spent more than a week underground. Surface facilities usually include:

- high level faculty offices
- VTOL pads, docks, warehousing, rail, and cranes for vehicles and cargo transfer
- Temerity lab infrastructure that requires sunlight
- facility gardens and vegetable patch
- a running track and exercise yard for station personnel

Most of these facilities are typically inaccessible for exorcist access but permissions can be granted with good relationships or special dispensation. Most of the time, especially for low category exorcists, surface access is usually an occasion to see the sun, breathe non-filtered air, and get a walk in.

Questions:

Go around the table and ask:

- How do you spend your time on the surface?
- Do you have any special permissions up here?
- What does it feel like to see the sun again?
- Do you love, hate, or notice something interesting or surprising in the natural environment around the base on this particular visit?

You may choose to play some scenes out based on the answers, and play additional scenes out as needed.

LOUNGE ACCESS

Morning or evening access to a private facility lounge. Highly in demand. Lounges typically have the following (and only the following!) amenities:

- One **television** and **cassette player** with (mostly donated) video cassette collection of movies and recorded tv shows, out of date by several months. No live tv access.
- Small **bookshelf** with well-used, somewhat battered collection of books, outdated periodicals, comics, and board games
- Large, worn **furniture**, two blankets
- **Climate control** that does not work
- **Fridge** and small **kitchen**, mostly barren and with some flatware and cups. Stained coffee maker, sink, gas range with tin kettle, tea, and some ration-grade snacks and biscuits.
- One **CD** or **cassette player** with (again, mostly donated) music collection, somewhat extensive and carefully curated. Has two pairs of attachable headphones.

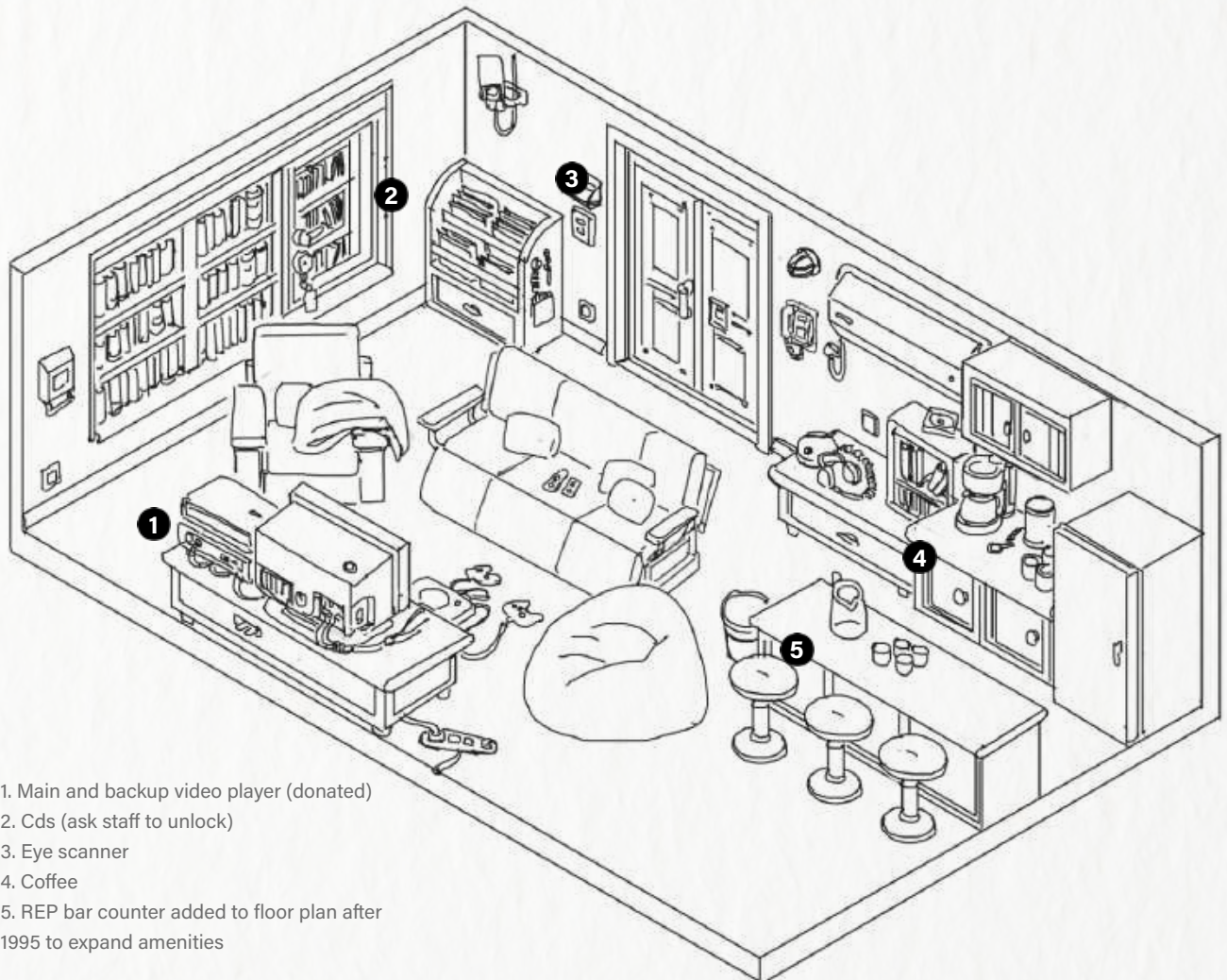
- Centura Vamigo **game console** with a library of 10 or so cartridges and two controllers. A few buttons on the second controller tend to jam.

Questions:

Go around the table and ask:

- How do you spend your time?
- How do you manage to share whats available?
- What surprising or interesting things do you find, play, read, or discover buried in the shelves and cabinets? (you may find something that's not listed!)

You may choose to play some scenes out based on the answers. Continue to play out scenes as needed.



AESTHETICS

Exorcists are expected to dress according to CASTLE standards and professional courtesy. Nevertheless, power allows many privileges. The following items are available for purchase with **Scrip**.



X779960
CAT 2
Sympathy
"Vein"

X253851
CAT 4
Edit
"Arlecchino"

X071864
CAT 3
Palace
"Smoke"

X721523
CAT 4
Flux
"Moebius"

- 1** Designated Comfort Animal
1 ■■■
Comfort item for base use only.

- 2** Summer Longcoat
2 ■■■, CAT 3+
Lighter, breathable material. Designed with ease of movement in mind.

- 3** Book Tote
1 ■■■
Reinforced canvas. Registered students may borrow for free.

- 4** Varsity Jacket
3 ■■■, CAT 3+
Logo selection approved for campus sports and recreation activities.

- 5** Control Collar
3 ■■■, Conspicuous
Suppresses powers when worn, limiting to max CAT 1. Takes a rest to remove safely.

- 6** "Downpour" Overcoat
4 ■■■, CAT 4+
Heavier, cold weather version of the classic 'Well' (model has attached 'anti-psycho ops patch, not included).



X607511
CAT 2
Gate
"Kicks"



X606054
CAT 3
Ardence
"Sunshine"



X304415
CAT 5
Bind
"Caligari"



X713361
CAT 5
Vector
"Tourniquetta"

7 'Armagen' Headphones

2 ■■■, CAT 2+

Excellent quality headphones, usually for staff use during lab testing. Music player provided separately.

8 Operations Coat

1 ■■■, CAT 2+

Simple, mass produced coat usually disbursed for active anti-sin combat missions.

9 Kiren Custom Footwear

5 ■■■, CAT 2+

Improved and fitted footwear from the 'Heated Wave' base atelier, shipping time around 2-3 wks.

10 "Blackwell" Leather Overcoat

4 ■■■, CAT 4+

Modified by owner, variant of the basic 'well'. Worn by the advanced discipline committee.

11 "Banneret" Longcoat

4 ■■■, CAT 4+

Tailored to fit. Typical uniform for those allowed to audit Board meetings or employed as security for higher clearance Authority facilities.



As above, so below



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